

# ***Attainment's***



## ***iPad app User Guide***

# CONTENTS

<b>WHAT IS ERSB?</b>	3
Levels and Lessons	4
Student Log In	5
Avatars	6
Navigating	7
<b>ACTIVITIES</b>	8
Opening	9
Letter/Sound Identification	10
Blending	11
Segmenting I	12
Segmenting II	13
Decoding	14
Sight Words	15
Reading Text	16
Comprehension Questions	17
<b>OPTIONS-ADD STUDENT ACCOUNTS</b>	18
Settings	19
Results	21
<b>CONTACT US</b>	22

## WHAT IS ERSB?

**Early Reading Skills Builder (ERSB)** is a research based multi-year early reading curriculum for students learning early reading skills (kindergarten and first grade skills). ERSB is a stepping stone for graduates of Attainment's **Early Literacy Skills Builder** curriculum but any student who has some basic literacy skills (e.g., print awareness, phonological awareness) is a candidate for learning to read using ERSB. At the completion of the ERSB program, determined by mastering the lessons at each level, students will be at a beginning second-grade reading level.

ERSB incorporates systematic instruction in teaching students to read independently. Student's data is continuously gathered and is used to determine when students advance to the next level or repeat levels.

ERSB curriculum is based on a multi-year research project from the University of North Carolina at Charlotte. It's been proven effective for students with moderate-to-severe intellectual disabilities and/or autism, including those with complex communication needs.

ERSB has 26 progressive levels with five structured lessons in each level. Software lessons include a sequence of eight activities, which include identifying letter/sounds, blending sounds to form words, segmenting sounds in words, decoding words, reading sight words, reading connected text, and answering comprehension questions about the text read. Students progress at their own pace, moving to the next level when they have achieved their designated achievement goal for three consecutive lessons.

## Levels and Lessons

There are 26 progressing levels and 5 lessons for each level. The first lesson in each level is instructional and prompts the student by giving the correct answer immediately following the direction (known as 0-seconds time delay). Lessons 2 through 5 give the student 4 seconds to respond before prompting the correct answer (known as 4-seconds time delay). **The 4 seconds wait time is a default and can be adjusted for each student in Settings.**

ERSB collects data on the student's performance as the student progresses through the lesson. At the completion of a lesson, ERSB automatically advances a student to the next lesson in that level. To automatically advance to the next level, the student must reach 80% mastery for three consecutive lessons. **The mastery score of 80% is the default percentage and can be adjusted for each student in Settings.** Lesson 1 is instructional and the student's performance data is not collected nor used to determine mastery.


The instructor can manually choose at any time to have the student repeat or skip a lesson, to repeat or skip an activity, or repeat or skip a level. When a student's performance is at 50% or lower, he or she will repeat the instructional lesson—Lesson 1—with 0-seconds time delay.

Levels progressively add new letter/sounds, new words to decode, new sight words, and new connected text. Some activities increase in complexity, such as the text in the Reading Connected Text activity. For example, for Level 1, the text is a single sentence and is automatically read to the student. For Level 4, the connected text is multiple sentences and the student begins to read silently. The narration support is only provided as support when the student taps on individual words. By Level 6, the connected text is multiple paragraphs and the student reads the whole page silently on his or her own. (For more content details, the ERSB Scope and Sequence is available for download at Attainment Company's website.)

## Student Log In

At the Log in window you can log in a student, log in as Guest, go to the program's Options, or quit the program. To start, select a student name from the pull-down list or tap the Guest button.



To add student login accounts, tap on the gear icon  to open Options. [Options](#) is where to add student accounts, view student scores, and adjust preferences including scan settings.

Student avatars are chosen during the steps of creating student login accounts.

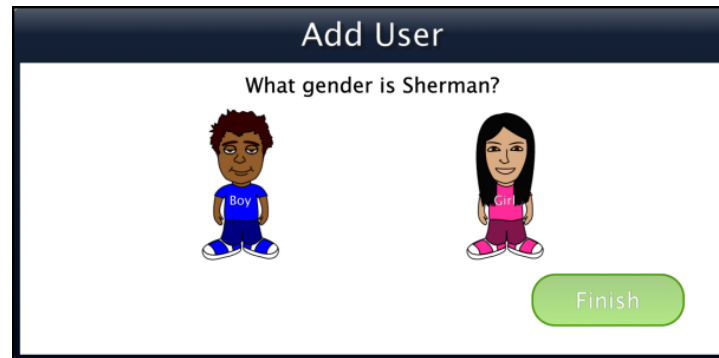
A student's performance when completing activities is saved to Results when the student is logged in with his or her account. Results of scores can be viewed in [Options—Results](#). Results are not collected for Lesson 1 since this should be an errorless lesson.

### Guest Log in

Logging in as Guest, provides a way to explore ERSB software. A student's work will not be saved when logged in as Guest. Students must be logged in with their own account for their work to be saved. To use the software as Guest, on the login window select the Guest button.

## Avatars

During participation in ERSB software, an avatar represents the student. Each student's avatar can be unique. Avatars are chosen during the steps of adding a student login account. However, the avatars head, hair/hairstyle, eyes, nose/mouth, eyebrows, and body are characteristics that can be individualized.



Avatars can be edited anytime by going into the program Options-->Settings--> System tab-->Avatar-->Edit.



## Navigating

ERSB is designed to take students through a lesson briskly. Tools are available that allow you to interrupt progress of the lesson. A pause button is located in the lower-left corner during activities. The program will only respond to the pause button in designated parts of the script. If pause doesn't respond, wait for the script to advance a sentence or two and try again.



Another tool for navigating during lessons on the iPad is the activity bar (row of dots) at the bottom of the screen. The highlighted dot and the text below the activity bar indicate which activity is currently in use. Activities are presented in the same order during every lesson. You can jump backward or forward to another activity in the lesson by using the activity bar. To jump to another activity, place your finger steadily on a dot not highlighted, hold for a moment, and release. The program will only respond to jump requests in designated parts of the script. A message window pops up asking if you're sure you want to jump to the different activity. The Opening is the first dot followed by a dot for each activity, except for Activity 7 (reading connected text) and Activity 8 (answer comprehension questions about the connected text), which are merged together.



Tapping on the student's name in the upper-left corner will ask if you want to log out. Logging out will show the log in window, which also gives access to Options. The Level/Lesson Chooser menu gives access to selecting a different level or lesson than the program suggests. The Level/Lesson Chooser is shown during login and also in Settings.



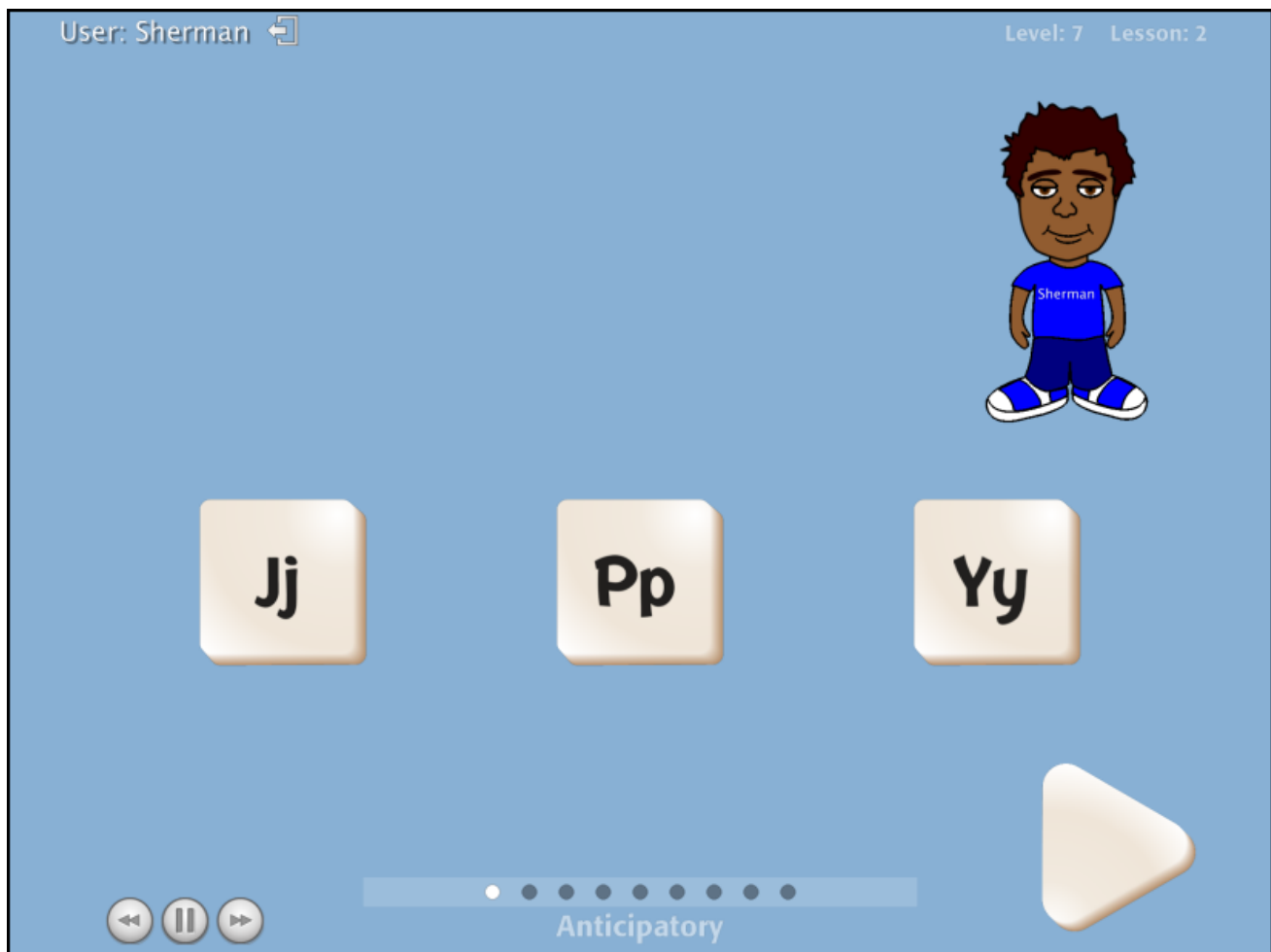
## ACTIVITIES

Each lesson has eight activities. The row of dots at the bottom of the screen is the activity bar. Activities are presented in the same order during every lesson. The highlighted dot and the text below the activity bar indicate which activity is currently in use. This activity bar also can be used to jump backward or forward to another activity in the lesson. To jump to another activity, place your finger steadily on a dot not highlighted, hold for a moment, and release. A message window pops up asking if you're sure you want to jump to the different activity. The program will only respond to the jump activity request in designated parts of the script. If there's no response, wait for the script to advance a sentence or two and try again.





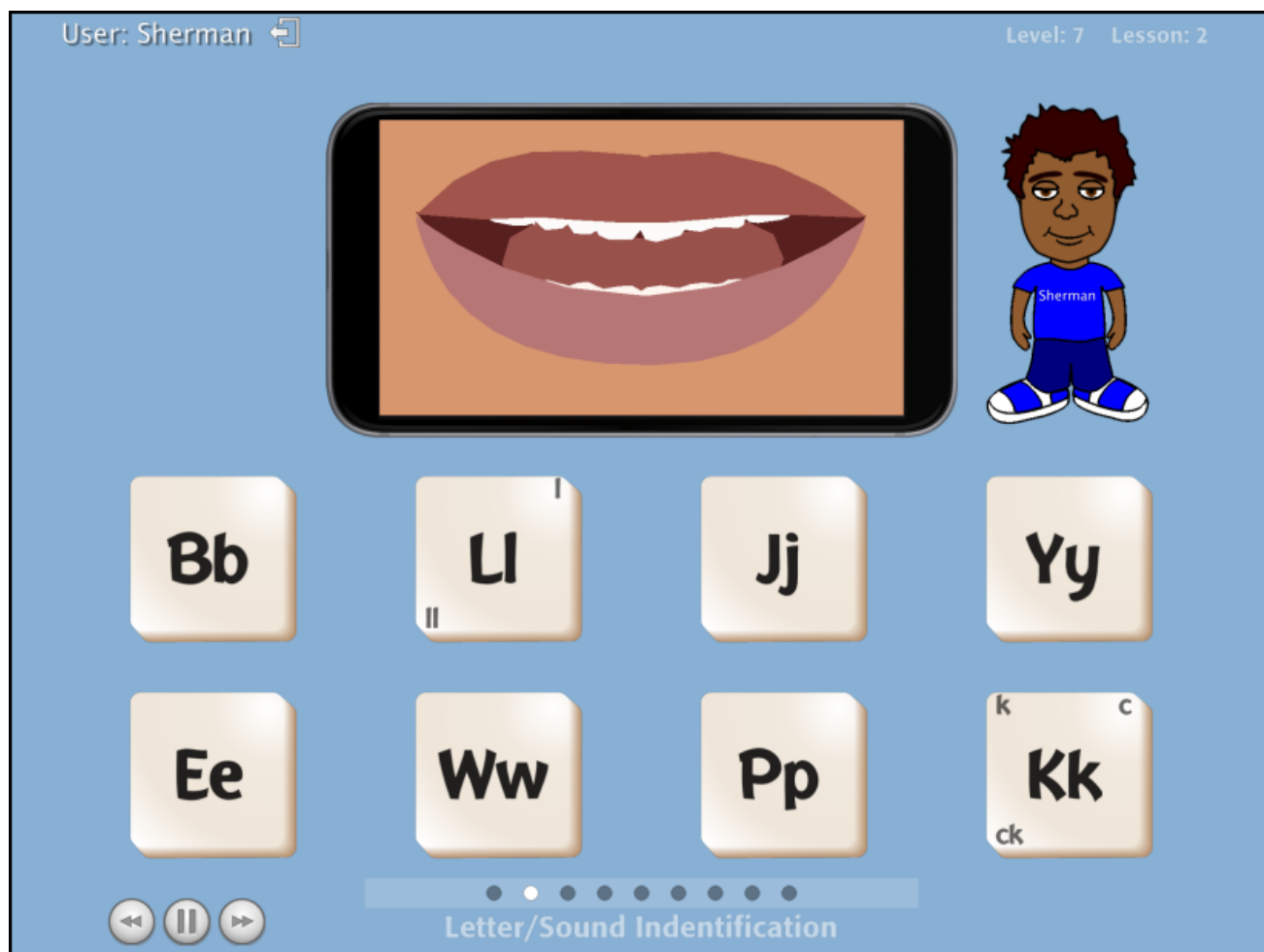
## Opening



Each lesson begins with an opening warm-up activity. The Opening introduces the sounds and the corresponding letters that are the focus of the level. For the first 8 levels, letters are shown in both upper- and lower-case. Students can touch the letter tiles to hear their sounds then tap the forward arrow when ready to begin the lesson.

## Letter/Sound Identification

Objective: Identify a letter (grapheme) when given a sound (phoneme).

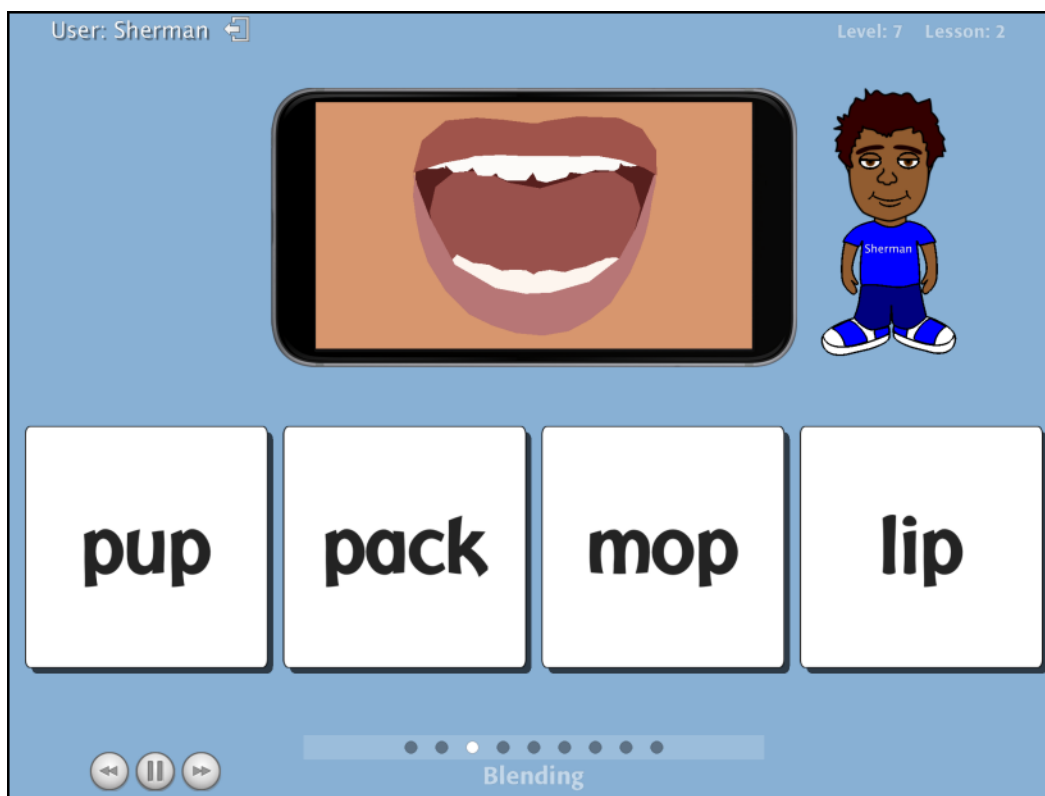


A smartphone and multiple tiles with letters are shown. The student hears a sound (phoneme) spoken, which is also demonstrated by an animated video, then selects the letter(s) that makes that sound.

Lesson 1 is always instructional and the activity is first modeled. Then it's the student's turn to listen to the sound and select the letter(s) that makes that sound. Lesson 1 provides the answers with 0-seconds wait time before the answer is provided. Lessons 2–5 give the student 4 seconds to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

## Blending

Objective: Blend sounds to form words.



A smartphone is shown then four words are added to the screen. The student listens to a word being segmented into its sounds, also demonstrated with an animated video, and then blends the sounds together.

Lesson 1 is always instructional and the activity is first modeled. The smartphone will display an animated video of a mouth pronouncing the sounds in a word. Then the sounds are blended together and the blended word is indicated. The student is asked to touch the word. Lessons 2–5 give the student 4 seconds wait time to listen to the sounds, blend them together, then respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

## Segmenting I

Objective: Segment the first, middle, or last sound(s) in words.

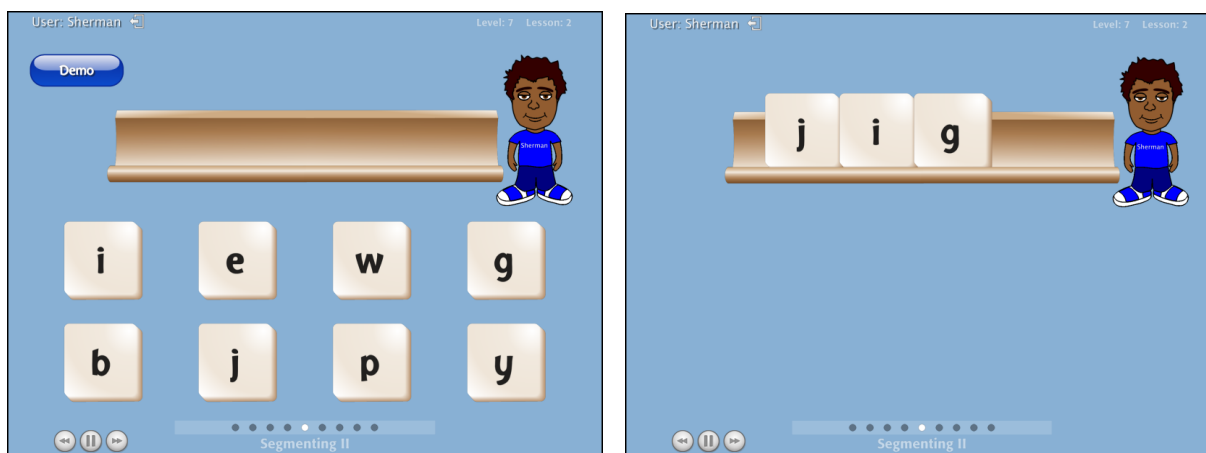


The program begins with the student listening to a spoken word, then selecting the letter heard at the beginning of the word. As levels progress, the student listens for the last sound(s) and/or middle sound(s). Lesson 1 is always instructional and the activity is first modeled. Lessons 2–5 give the student 4 seconds wait time before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

## Segmenting II

Objective: Segment the sounds in words.



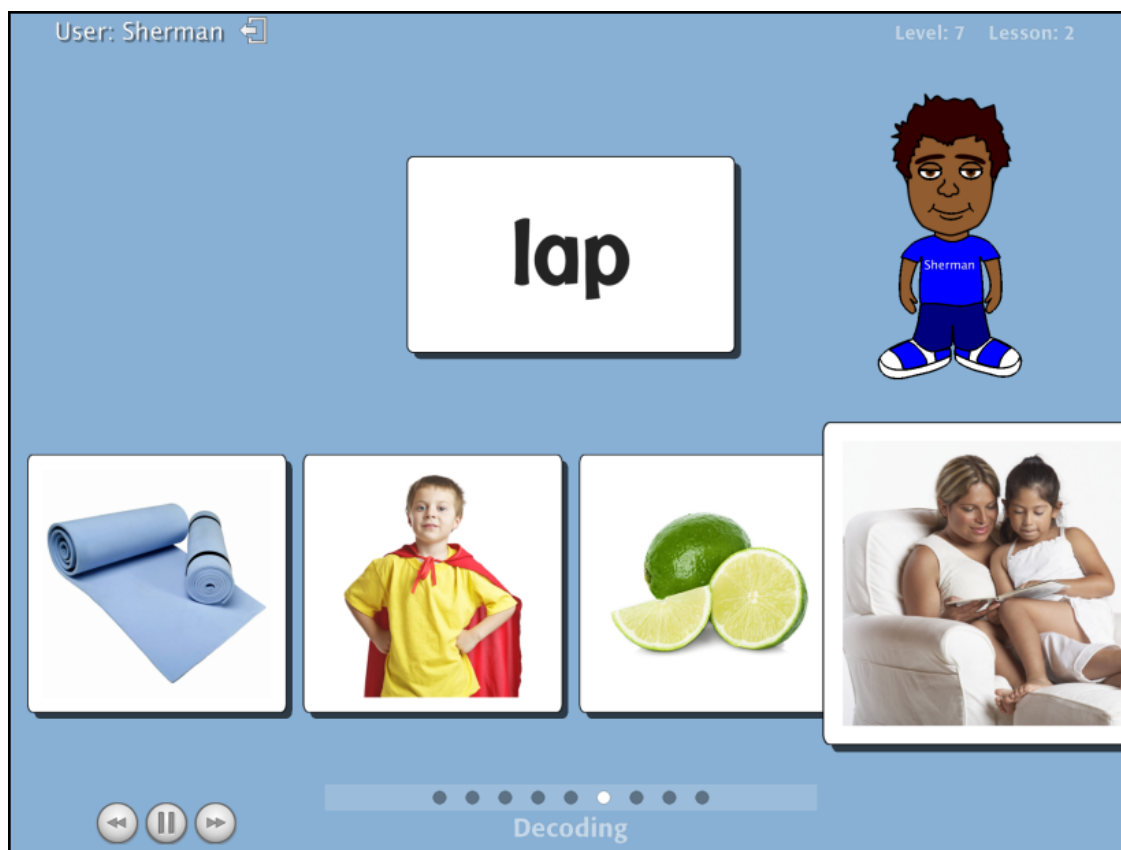
In this activity, the student hears a word spoken then sounds out (segments) the word by selecting the letter/sounds heard. As each letter/tile is correctly selected, it is moved to the tile tray. The letter/sounds must be chosen in the correct sequence. Note that this is not a spelling task. Once the letter/sounds are chosen in the correct sequence, the program will blend the sounds together and correctly spell the word (e.g., for pane, the silent e will automatically appear).

Lesson 1 is always instructional. The word is sounded out; the correct tiles are indicated for the student to select. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

## Decoding

Objective: Decode words and identify their meanings.



A word to be decoded is displayed. Then four picture options appear and each picture is named. The student reads the word and selects the picture that matches the word decoded.

A greater level of student support is provided in early levels. Levels 1 and 2 model decoding by highlighting and sounding out each sound in the word, then blending them together, and then choosing the picture representing the word. In Level 3, decoding is modeled by sounding out the word but the sounds are whispered. From Level 4 on, the student silently reads the word, then finds the picture of the word read.

Lesson 1 is always instructional. The word is read. Then the picture representing the word is indicated and the student is asked to touch the picture. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

## Sight Words

Objective: Read new sight words.



Four word cards are shown. The student listens to the word spoken and selects the sight word. Cards are shuffled between words. Once four words have been identified, a new set of four words is presented. New sight words are presented at each level and several from previous levels are reviewed.

Lesson 1 is always instructional giving interactive instruction on each word. Lessons 2–5 give the student 4 seconds wait time to respond independently before the answer is prompted (with the exception of the demo of the activity, which is provided with 0-seconds wait time).

Note that Lessons 2–5 in Levels 1 through 4 begin with a demonstration of the activity, but for Levels 5–26, the demonstration is optional. Levels 5+ have a Demo button next to the smartphone. The Demo button can be pressed to view a demonstration of the activity. The Demo button is available only until the first question is answered.

## Reading Text

Objective: Read connected text.



A story passage is shown. The passage uses words the student has learned to decode or read as sight words.

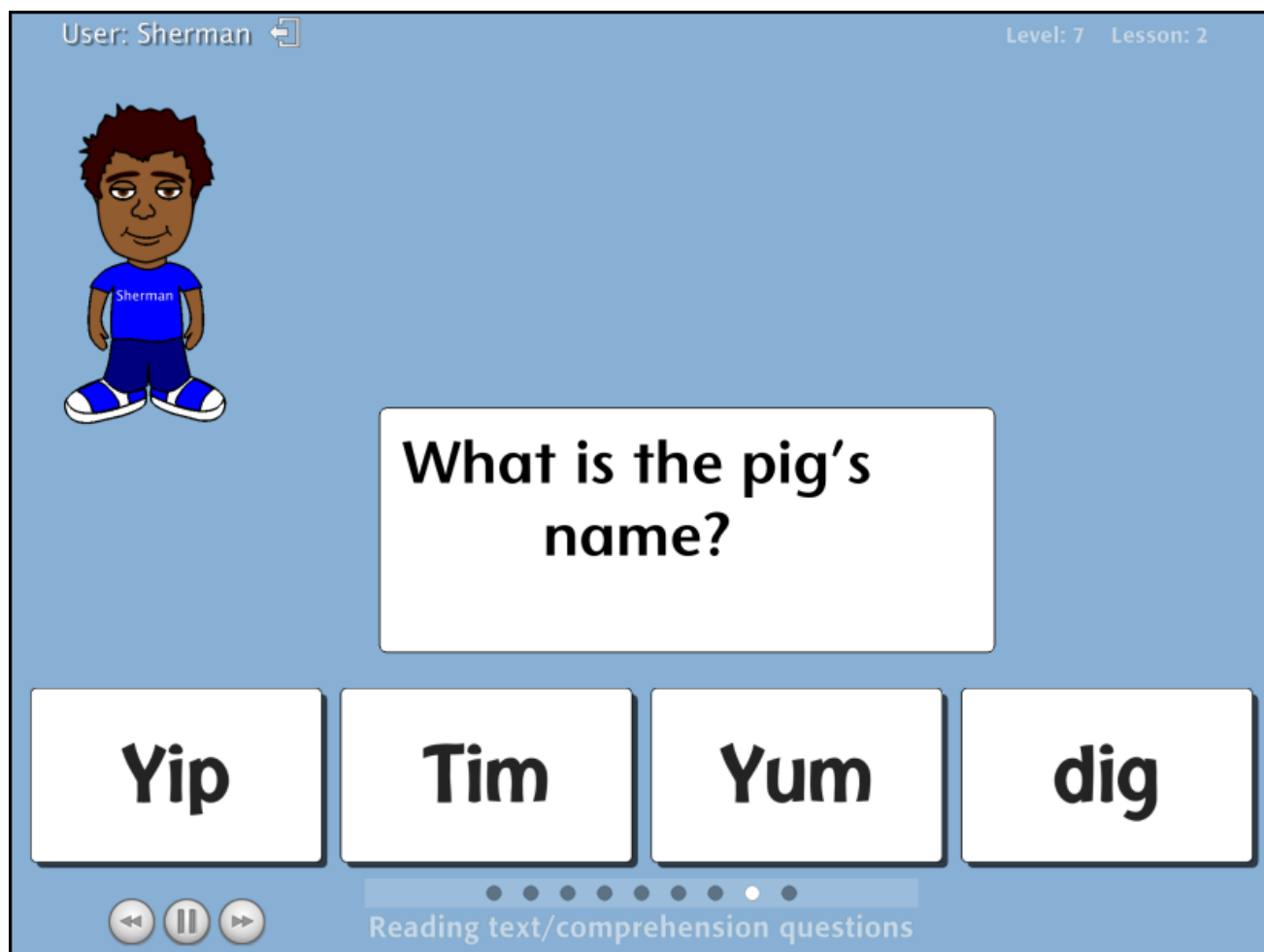
In Levels 1 and 2, the stories are narrated and each word is highlighted as it's read. Before moving to the comprehension question, the student can tap on each word to read through the story again. The program progressively expects more of the student. In Level 3, the narration is reduced to a whisper. From Levels 4–26, the student reads silently on his or her own. (A setting is provided to allow the students to hear single words read when they are tapped.) The level of text complexity increases as the student progresses through the program.

The student chooses the forward arrow when ready to move to the comprehension questions.



## Comprehension Questions

Objective: Answer comprehension questions about the connected text.

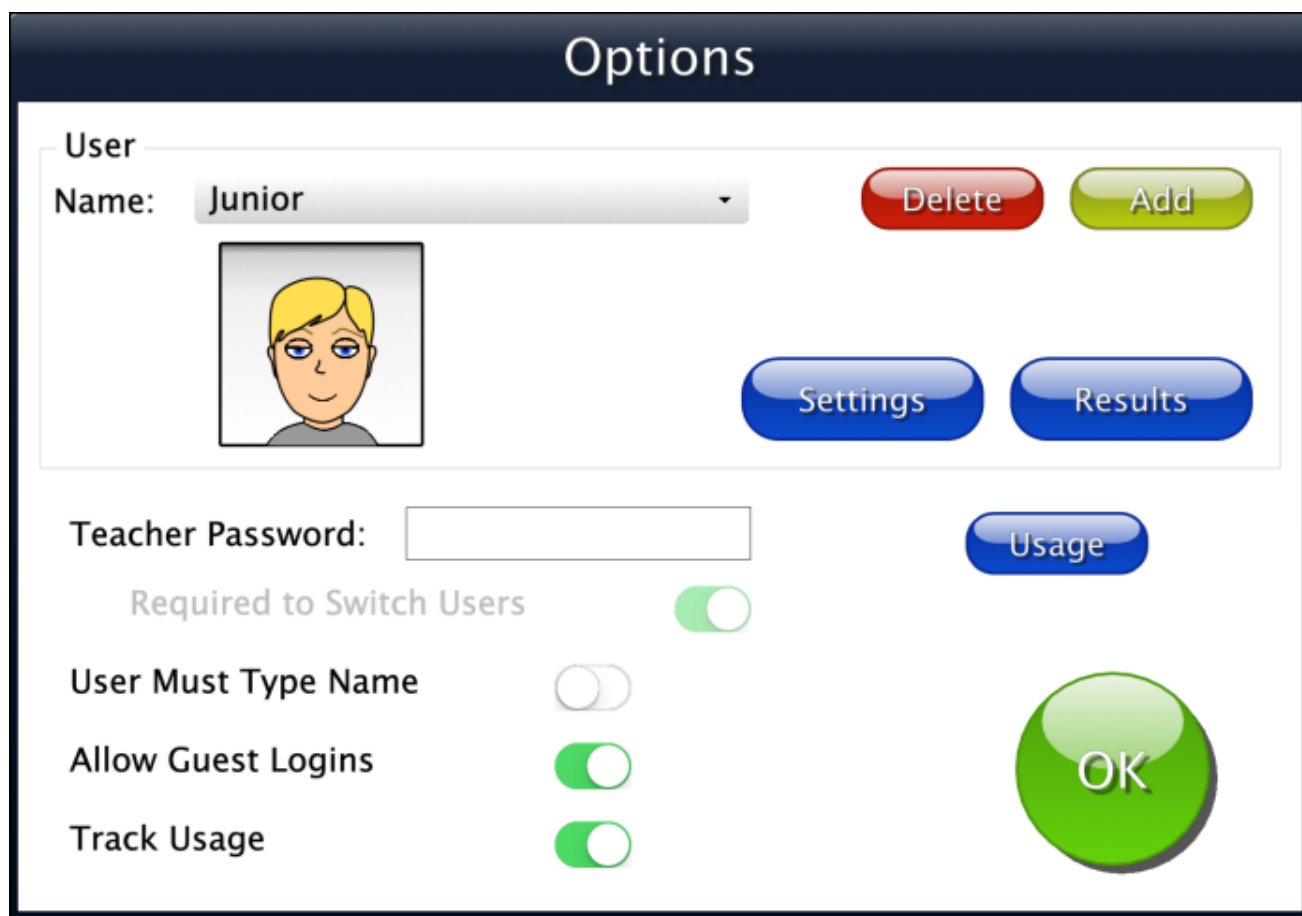


Comprehension questions are asked about the passage and four response options are given. The questions are read to the student, but the student must silently read the response options. If an incorrect answer is chosen, the story sentence containing the answer is shown. The student can read the sentence again or tap any word to hear it read to support his or her comprehension. Then the question is asked again. If the student still responds incorrectly, the correct answer is provided. The program will only score as correct, the response chosen without this additional support.

Comprehension questions are literal recall so as not to complicate the reading task. A few questions (two) are asked in earlier lessons but this increases to four by Lesson 5.

## OPTIONS-ADD STUDENT ACCOUNTS

Open Options to add or delete student login accounts, access settings, view results, and monitor usage. To open Options, tap the gear icon in the upper-right corner of the login window before the student begins a lesson. If the program asks for a password, enter it. If you have forgotten your password, Attainment will always work as a password. Having a password to enter Options is optional.



The Options screen has a few general options that apply to anyone using the program. Individual student settings are accessed by selecting student's name and tapping the Settings button.

**Teacher Password:** Allows you to create an optional password that needs to be typed to open Options. As a backup, Attainment is a master password. Passwords are not case sensitive: upper or lower case does not matter. Turning on Required to Switch Users extends the password requirement to include switching users.

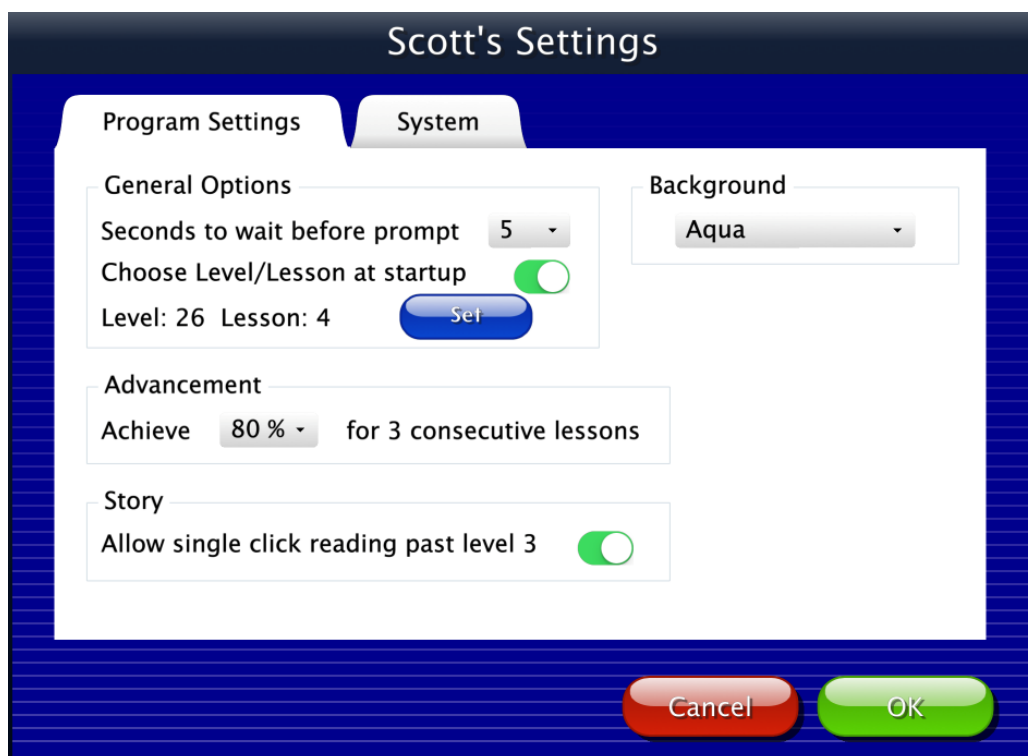
**Users Must Type Name:** Requires students to type their login name, when turned on.

**Allow Guest Logins:** Removes Guest as a login option, when turned off.

**Track Usage:** Tracks the minutes spent in this program by all users, when turned on.

## Settings

To adjust a student's settings, select his or her name from the drop-down menu on the opening Options screen and tap Setting. **Early Reading Skills Builder** has two tabs in Settings: Program Settings and System.



### Program Settings tab

**Seconds to wait before prompt**—Sets the time in seconds between when the directive is given and when a prompt is provided.

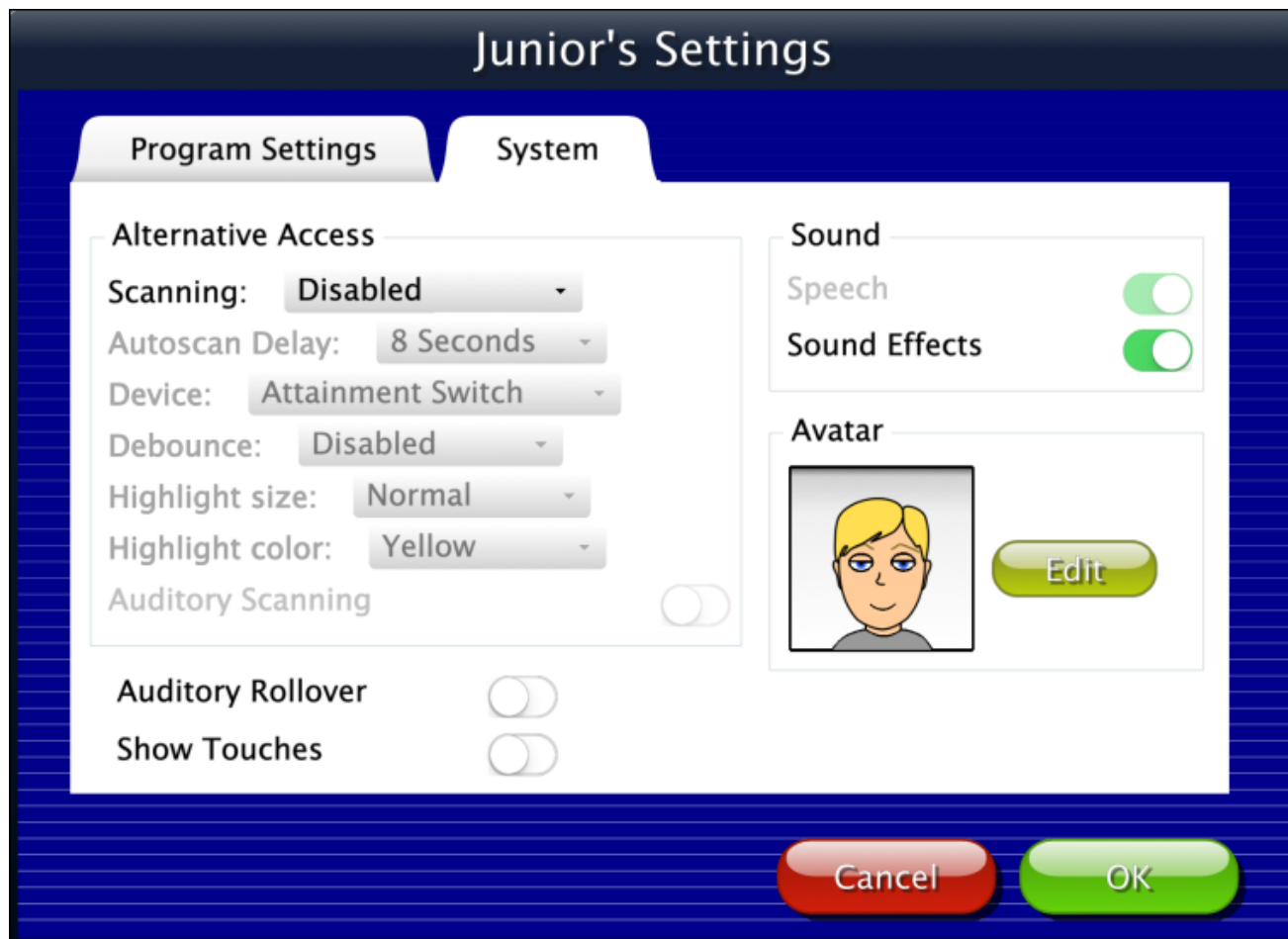
**Choose Level/Lesson at startup**—Allows you to choose the level/lesson options during login, when turned on. When turned off, the ability to manually change the student's level or lesson is only available in Settings. Tap **Set** to manually choose the level and lesson a particular student will work in.

**Advancement: Achieve**—Allows you to set the percentage considered mastery of a level; this percentage can be set individually for each student. Three consecutive lessons at 80% independent correct responses is the default benchmark that advances a student to the next level. In calculating percentages, Lesson 1 is not considered because it is instructional and should be errorless. If three consecutive lessons are completed at 80% mastery, and the lessons are Lessons 2, 3, and 4, Lesson 5 will be skipped and the student will advance to the next level. If 80% mastery is not achieved in three consecutive lessons, the level will automatically be repeated.

**Story**—Provides reading support to all levels; allowing single words to be read when they are tapped.

**Background**—There are a variety of colors and themes to choose from for the background screen behind activities.

## System tab



**Alternative Access**—Provides built-in scanning and program access with switches. To use scanning, select one or two switches; by default, scanning is disabled. Selecting one or two switches enables multiple scan settings such as Highlight color and Auditory Scanning.

**Auditory Rollover**—Allows the student to hear auditory confirmation by moving and pausing the cursor over navigation buttons.

**Show Touches**—Allows a white circle outline to appear at the point of contact between a finger and the iPad glass, when turned on.

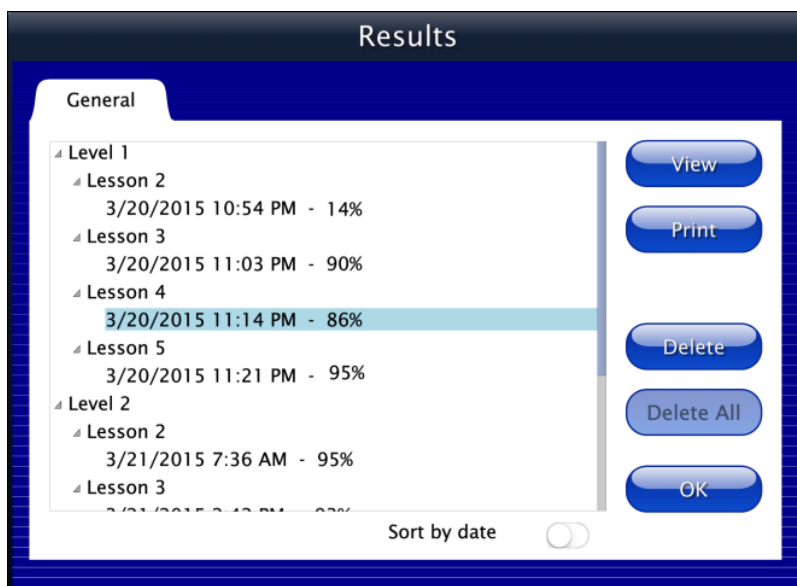
**Sound Effects**—Turns sound effects (like clicks) on and off.

**Avatar**—Allows students to edit/change how their avatars look.

## Results

Responses to questions are saved when students are logged into their account. To view saved Results, open Options and select the Results button. Results are not saved while logged in as Guest. The student must complete an activity for the results to be saved.

To view results by date, tap the Sort by date button at the bottom of the Results screen.



To view details, highlight an entry and tap View.



## CONTACT US

If you have a problem running **ERSB** app, please call or email Attainment Technical Support. If possible, have your iPad nearby while we discuss solutions.

You can speed the process if you collect some basic information ahead of time:

- What was the error and type of error message, if any?
- What triggered the problem?
- Can you duplicate the problem?
- What iPad, iOS, and app versions are you running?

Tech Support is available weekdays from 9 am - 5 pm (CST)

phone: 800-327-4269 or 608-845-7880

**email:** [techsupport@AttainmentCompany.com](mailto:techsupport@AttainmentCompany.com)

**website:** [www.AttainmentCompany.com](http://www.AttainmentCompany.com)

We welcome your comments or questions.

Attainment Company, Inc.

PO BOX 930160

Verona WI 53593-0160

